

**OFFICIAL SCORER**

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**JOB DESCRIPTION**

The Official Scorer is primarily responsible for the overall recording of all game events. He is the communication link between the on-surface officials, off-surface officials and team management for all administrative purposes. His specific duties, with the help of the Assistant Scorer, are the collection, recording and distribution of game rosters, starting line-ups, goals/assists, penalty records, shots on goal and plus-minus records. The Official Scorer has the final say in disputes regarding the awarding of goals and assists. He shall be seated with the Assistant Scorer in the press box or an equivalent location that provides them with an unobstructed view of the entire playing surface. They shall not be located in the penalty bench area. The ideal location is at the Arena Announcers area directly across from the penalty benches.

**PROCEDURES**

**PRE-GAME**

1. One hour and fifteen minutes before game time pick up Official Scoresheet in the press box or team office. The team roster should be typewritten in its entirety, on the scoresheet, prior to the game.
2. One hour before game time, present the Official Scoresheet to the coach of the visiting team who shall:
  - A. Place a "C" by the name of the Captain (only one) and an "A" (Two or less) by the name of the Designated Alternate.
  - B. Place a check mark ( ) by the names of the starting line-up.
  - C. Strike a line through the name of any players that will not be participating.
  - D. Sign the forms in the proper places.
3. Immediately take this same form to the coach of the home team who shall follow the same procedure.
4. Sign the form yourself.
5. Make four photocopies of the Official Scoresheet (with rosters) and distribute one copy each to the Referees, Public Address Announcer and the Press Box liaison.

6. Fill in the Game Scoresheet from the information obtained.

The pre-game procedure shall be completed forty-five (45) minutes before game time.

DURING GAME

You are cautioned that you must pay close attention and have total concentration during the course of the game. You are not a spectator and must avoid watching the game as such. You must follow the play at all times.

1. When a goal is scored, fill in:

- A. The number of the scorer as reported by the Referees.
- B. The number(s) of players getting assist(s) as determined by you and the referees. (Maximum of 2 assists per goal)
- C. Time elapsed in the game.
- D. Period.
- E. All players on the surface (both teams) at the time of the goal as determined by the Assistant Scorer.

2. Record all penalties assessed and reported to you from the Penalty Timekeeper.

- A. NOTE: The ending time is not always recorded as the exact length of penalty time after the start of such penalty. On occasion, stacked penalties will cause these times to vary. The Penalty Timekeeper and the Referees are the final authorities in disputes regarding penalty expiration times.

3. Record the minutes played by each goalkeeper:

- A. Noting any change of goalkeepers.
- B. Noting any occasion when a team pulls its goalkeeper for an extra attacker.

4. Immediately upon the end of a quarter:

- A. Total the number of shots on goal by both teams as determined by the Assistant Scorer.
- B. Alert the Public Address Announcer of the numbers immediately so that he may announce the shots on goal for that quarter before all players leave the surface.
- C. Record shots on goal for the period on the scoresheet.

- D. Record all penalties called in the period in coordination with the records of the Penalty Timekeeper.

#### POST GAME

1. Immediately following the conclusion of the game:
  - A. Total up goals scored and shots on goal. Double check your figures with those of the Assistant Scorer.
  - B. Enter all plus-minus records and double check with the Assistant Scorer.
  - C. Alert the Public Address Announcer of the numbers immediately so that he may announce the shots on goal for the game and final score before all players leave the surface.
  - D. Total and enter the saves, minutes/seconds played and goals allowed by each goalkeeper.
  - E. Confirm with the Penalty Timekeeper the official penalty records.
  - F. Affix your signature to the scoresheet.
2. Take the Official Scoresheet to the Referees for their signatures. If they have any comments, they shall be written on the back of the original copy only. Once the scoresheet has been signed by the Referees, no changes will be permitted. Allow the Referees to keep the second copy of the scoresheet.
3. Distribute the bottom copies of the Official Scoresheet to the coach of each team.
4. Give the original copy to the home team General Manager for his records and reproduction.

#### GUIDELINES FOR AWARDING ASSISTS

1. The following situations are provided to help you in determining assists:
  - A. If a defending player shoots, bats or kicks (possession and control by that player) the puck into his own goal, the goal shall be awarded to the attacking player who last touched the puck. No assist shall be awarded.  
If a defending player deflects (no possession and control) the puck into his own goal, the goal shall be awarded to the attacking player who last touched the puck. Assists shall be awarded in the normal fashion.

B. If, during a face-off, the puck goes from the center man to a player of the same team who scores a goal, the assist shall be awarded to the center man.

C. A shot on goal by an attacking player rebounds off the goalkeeper and a scramble results. The puck goes to another attacking player who scores. Only one assist shall be awarded to the player who originally shot the puck on goal.

A pass sets up a shot on goal and a clean, clear rebound off the goalkeeper goes to another attacking player who scores. There has been no scramble and the attacking team has maintained possession of the puck. Assists shall be awarded to both the player who originally shot the puck on goal and the player who passed it to him.

A series of passes sets up a shot on goal by an attacking player. A clean, clear rebound off the goalkeeper (no scramble) goes to the player who originally shot the puck on goal and he scores on the rebound. Award assists to the two players who previously passed the puck to the attacking player.

D. The puck is passed from an attacking player, deflects off another attacking player and goes to a third player, who scores. Assists shall be awarded to both attacking players.

The puck is passed from an attacking player, deflects off a defending player and goes to another attacking player, who scores. An assist shall be awarded to the player who passed the puck.

**PRE-GAME COUNTDOWN**

<b>GAME TIMES</b>	<b>ACTIVITY</b>	<b>RESPONSIBILITY</b>
<u>7:05</u>	<u>7:30</u>	
6:23	6:57 Horn sounds to notify the teams that warm-ups can begin	Game Timer
6:24	6:58 Home takes surface for warm-up.	Pen. Attend
6:25	6:59 Visitors take surface for warm-up.	Pen. Attend
6:35	7:00 Clock starts for 15 minutes of uninterrupted warm-up time.	Game Timer
6:49	7:04 Horn sounds for 1 min. warning.	Game Timer
6:50	7:05 Horn sounds. All players leave surface immediately. Home team leaves first.	Game Timer
6:50	7:15 Reset the clock for 12:00.	Game Timer
Clean the surface prior to game. Set clock to 10:00. Do not count down this intermission.		
6:52	7:17 Officials/Teams 5 min. warning.	Pen. Attend
6:54	7:19 Officials/Teams 3 min. warning.	Pen. Attend
6:57	7:22 Officials/Visitors take surface.	Pen. Attend
6:58	7:25 Home takes surface to start game.	Pen. Attend
7:00	7:25 Announce line-ups.	Announcer
7:02	7:27 National Anthems.	Announcer
7:05	7:30 Center surface face-off.	Referee
End of Quarter Teams skate to bench area.		
Set clock for 2:00 (after 1st and 3rd Quarter)		
End of 2nd Quarter (half-time), set clock for 15 minutes. (10 minutes for T.V. games)		
Start of 3rd Quarter	Officials/Teams 5 min. warning. Officials/Teams 3 min. warning. Officials/Visitors take surface. Home takes surface. Center surface face-off.	Pen. Attend. Pen. Attend. Pen. Attend. Pen. Attend. Referee